



FORBIDDEN KNOWLEDGE

Wizards stand apart from other magic-users in how they acquire arcane knowledge. Rather than drawing on inborn talent or making some fell bargain with an otherworldly power, wizards discover magic through research and study. They delve into ancient tomes and riffle through crumbling scrolls, committing to memory all that they have learned. Their methods reward them with incredible versatility but also tempt them to peer into dark places, to learn and master the most secret arts, for there lies true and lasting power, even if its knowledge damns their souls.

Forbidden Knowledge adds seven new arcane traditions to the wizard class. Each tradition reflects a sinister avenue of study and research, offering ways to gain unique and terrible magic in exchange for madness, corruption, or worse. Using the options in this supplement, player characters can conjure up demons, bestow wicked curses, and reach beyond the bounds of reality to commune with the insane powers that screech and thrash in the primordial void. If you seek advantage against rivals and eldritch weapons to destroy enemies, that knowledge awaits in the pages that follow!

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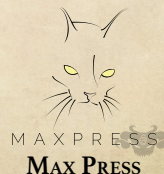
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THE DARK ARTS

The arcane traditions with which most people are familiar represent the most common schools of magical research. These schools are in themselves neutral, but their magic takes on the characteristics of those who use them. Even the School of Necromancy, though it can attract those of low character, people fearful of death, or individuals with a macabre interest in the dead, can also serve those who would use that dark strain for good, to make servants of their enemies in hopes of defeating evil.

The Dark Arts, though, have no redeeming qualities. Also known as the Forbidden Traditions, such practices represent the left-hand path of magic, dreadful lore with terrible costs. The Forbidden Traditions hold special appeal to those seeking knowledge beyond the conservative lessons of their instructors, or who thirst for godlike power. Even if students never had evil intentions, the Dark Arts infect their minds and almost always lead them into sin and eventual damnation.

The forbidden lore of the Dark Arts lurks in the pages of ancient and blasphemous tomes, works reviled and destroyed wherever they are found by those pure of heart and committed to the cosmic order. Some who seek this knowledge enter into foul bargains with devils and other sinister powers of the Lower Planes, while others take the first steps on the shadowed path at the behest of charismatic leaders who have already surrendered their souls to darkness, joining cults who make sacrifices to unspeakable beings in the hopes of gaining a measure of fleeting temporal power. Gaining mastery of a chosen dark tradition often leads to a life of ostracism and isolation, with enemies waiting on all sides, eager to put an end to such foul works with sword or spell. Though many who set out to master this tainted magic find their lives cut short, the few who escape the inquisitor's pyre, who evade the relentless witch hunter or imperious angel, can attain heights of power unavailable to other mortals.

The following arcane traditions offer new choices to members of the wizard class, freeing such characters from the constraints of arcane schools to put their keen minds and great capabilities to even greater ends. Adopting one of these traditions is bound to put a character at odds with most members of a typical party, so those who seek a life of fortune and glory by dabbling in darkness must take care at every step of the way toward attaining true and lasting power.

ALIENISM

Cosmologists and other planar theorists claim to understand the nature of the multiverse with utter certainty, knowing the arrangement of the Outer Planes, the Transitive Planes that offer passage to them, and the seething chaos of the Inner Planes. Yet a certain few have postulated that there is yet more, something beyond what mortals and immortals alike can know. Evidence for this other realm is visible in those utterly alien beings known as aberrations. While some might originate in places known,

most reject the form and structure of other living things, having anatomies that defy any sense of reason or purpose. Add in a raft of inexplicable phenomena, strange rents that appear in the depths of the Astral Plane, or shuddering, heaving wounds in reality's fabric that give birth to horrors unlike any others in all the multiverse. *Something* lies beyond the bounds of reality, and alienists believe they can apprehend just what this place might be.

The tradition of alienism traces its roots to the unhinged, nihilists, and power-seekers, wizards who refuse to obey the ordinary rules of magic's use. Delving into wild theories inscribed in rambling tomes and scrolls, or eerie pictures left on the walls of places scarred and warped, initiates to the tradition take their first steps toward awakening their minds to something beyond the ken of even the most deranged imagination. As they explore reality's bounds, searching for ways to reach beyond the veil and apprehend magic in its purest, undiluted form, they become changed both in body and mind, living conduits to this other realm. The strain of this alien connection manifests in their ravaged bodies and the weirdness of their arcane arts. They become strangers to the world, icons of the unnatural, and, for many, enemies to the natural order of all things. Yet the rewards for such efforts are enticing: alienists can draw forth terrible things from beyond and unleash them onto the world to do their bidding, and the madness blossoming in their minds gives them a strange clarity to find solutions to even the most difficult challenges.

The very nature of their work means alienists cannot stay in one place for long. Other spellcasters rightly regard them as threats. The more alienists test its bounds, the weaker reality becomes, allowing whatever awaits beyond to slip free and wreak havoc on creation. Such a threat is no deterrent for most alienists, though, as knowledge and forbidden truths impel them toward taking ever greater risks.

ALIENISM FEATURES

Wizard Level	Feature
2nd	Sentient Tumor, Shattered Sanity
6th	Clarity of Madness
10th	From Beyond the Veil of Reality
14th	Mind Splinters

SENTIENT TUMOR

Your studies into the forbidden have afflicted you with a magical malady that causes a tumor to erupt somewhere on your body. Within days of the unseemly lump's appearance, a single red eye opens on the mass above a slobbering toothless maw, from which you—and only you—hear foul whispers, crazed theories, and insane ranting. Although the tumor might be burdensome to you, it is a useful companion and acts as your spellbook. The tumor knows every spell you have recorded to date; you add each new spell to the tumor's repertoire by feeding it chunks of meat onto which you tattoo the arcane formula. You must still expend the requisite gold and time to feed the spells to the

tumor. Rather than preparing spells in the usual way, the tumor telepathically imprints them in your mind, where they remain until you prepare spells again.

SHATTERED SANITY

At 2nd level, your mind buckles under the weight of the obscene truths you have discovered. The GM grants you a random indefinite madness. However, your proficiency bonus is doubled for any Intelligence (Arcana) check you make.

CLARITY OF MADNESS

Starting at 6th level, you achieve a state of perfect mental clarity won from your research into the unknown and unknowable. Whenever you would make an attack roll, ability check, or saving throw, you can use your reaction to gain a bonus to the roll equal to your level. At the start of your next turn after using this bonus, you gain a random short-term madness that lasts for 1 round instead of 1d10 minutes. You can use this feature a number of times equal to your Intelligence modifier (minimum once). You regain expended uses when you finish a long rest.

FROM BEYOND THE VEIL OF REALITY

At 10th level, you add the *summon alien* spell to your tumor (see the new spells at the end of this document) if you haven't done so already. When you cast the *summon alien* spell, the summoned creature is friendly to you and your companions. In addition, the creature also has 10 temporary hit points.

MIND SPLINTERS

Starting at 14th level, you can infuse your simpler spells with energies released from beyond your reality. Whenever you cast a wizard spell of 1st to 5th level that deals damage, you can have the spell deal 1d12 additional psychic damage per level of the slot used to cast that spell. In addition, if the spell can be resisted with a saving throw, a creature that fails the save also becomes frightened until the end of its next turn.

If you use this feature more than once before you finish a long rest, you must succeed on a DC 15 Wisdom saving throw each time you do so or suffer the effects of a random long-term madness.

DEMONOLOGY

Few pursuits equal the evil made possible by trafficking with demons. Demonology offers intimate knowledge



of the Abyss and all its hideous denizens. Thus armed, demonologists can call forth these wicked spirits and bind them to service. Demons resent what they rightly see as slavery and react with alarming fury, raging against their temporary prisons and using every trick at their disposal to outwit their summoner, escape their confinement, and murder their tormentor. For this reason, demonologists go to great lengths to protect themselves, employing a variety of defenses to ensure they remain in control.

Demonology appeals to those seeking forbidden knowledge, worldly power, and a place alongside some of the most powerful fiends in the multiverse. Nearly all demonologists learn their dreaded art from dangerous manuscripts penned by unhinged seekers of power over demons. This pursuit leads students into dark and terrible places, and few emerge with their sanity or souls intact. Most come to reflect the creatures with whom they bargain, becoming cruel, wicked, and deranged. As a result, few demonologists fit in with traditional adventuring groups, though they might hide their art or justify their behavior as using evil to fight evil.

The practice of summoning and binding demons practically guarantees destruction and eventual damnation. Even the most cautious demonologists eventually succumb to the temptations that lead them further and further into darkness, breaking ties with friends and family until they become utterly isolated from the world, at which point the demons they have exploited drag the sullied souls down to their dreaded reward.



FOR THE GM: NAMES OF DEMONS

Player characters who chose the Demonology arcane tradition must acquire the names of demons to make the fullest use of their class features. Finding such names can be the object of entire adventures, or you might award them as treasure to the character in place of other tangible benefits. As a rule of thumb, consider granting a name whenever a character can cast a spell of a new higher level: 7th, 9th, 11th, and so on.



DEMONOLOGY FEATURES

Wizard Level	Feature
2nd	Demonic Servant, Demonic Tongue
6th	Demonic Summoning
10th	Wrack the Spirit
14th	Master of Demons

DEMONIC SERVANT

At 2nd level, you add the *find familiar* spell to your spellbook, if it's not there already.

When you cast the spell, you can choose a quasit instead of one of the normal forms for your familiar.

Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own with its reaction.

DEMONIC TONGUE

Also at 2nd level, you learn the Abyssal language if you don't already know it. In addition, you count as if you were proficient in Deception, Intimidation, and Persuasion when you make Charisma checks against demons. If you are already proficient in any of these skills, your proficiency bonus for those checks is doubled.

DEMONIC SUMMONING

Starting at 6th level, you can attempt to summon demons from the Abyss whose names you have discovered. When you gain this class feature, you learn the names of two demons, neither of which can have a challenge rating greater than 1.

Using this feature involves several steps, each of which is revealed below.

1. Name the Demon. You can use this feature only to summon demons whose names you have discovered. Aside from those you learned from gaining this feature, you might uncover demons' names through research, find them as treasure, or bargain for them with other fell beings.

2. Prepare the Ritual. You must make several preparations before you can use this feature. First you must draw a pentagram in a circle with up to a 15-foot radius on a flat surface, one of whose points must be within 10 feet of you. Place five black candles, one at each point, and light them. Next, you must stoke up coals in a bronze brazier carved with the inverted names of gods of law and goodness, which must be worth no less than 200 gp and is not consumed in this casting of this spell. When the coals glow hot, you must burn the following substances in the flames, which cost a total of 100 gp: a pinch of sulfur, six hairs from a bat, a dollop of rancid lard, a splash of alcohol, and a scrap of parchment on which a demon's name has been written. Finally, place an iron dish filled with humanoid blood in the center of the circle. This process takes about 10 minutes.

While not required, casting the *magic circle* spell prior to using this feature can either reinforce the area in which the summoned demon appears and further weaken it, or protect you if the demon manages to escape confinement.

3. Expend a Spell Slot. You must expend a measure of magical energy to draw the demon from the Abyss. The spell slot you expend depends on the demon's challenge rating, as shown on the following table.

Challenge Rating	Spell Slot Level
1 or less	3rd
2-3	4th
4-5	5th
6-8	6th
9-12	7th
13-15	8th
16 or higher	9th

4. Summon the Demon. Provided you have completed all the required preparations, the demon whose name you burned in the brazier appears inside the circle. When the demon appears, it must make a Wisdom saving throw. On a failure, the pentagram prevents it from leaving the circle by any means or touching the pattern for 24 hours, though the demon can otherwise act normally. On a successful save, the demon is unaffected by the pentagram. If anything alters or breaks the circle, the trapped demon can move freely.

The demon is hostile to you and your companions and attacks you if given the opportunity.

5. Exact Service. While you have a demon captive, you can attempt to compel some service from it. Describe the service you wish the demon to perform. Examples include guarding a particular area for a set period of time, killing another creature, or accompanying you for a finite period. The service cannot last longer than 24 hours and cannot automatically result in the demon's death.

Once you have described the desired service, make a Charisma (Persuasion) check contested by the demon's Wisdom check. If the task is dangerous and poses considerable risk to the demon, you make the check with disadvantage and the demon makes its check with advantage. On a success, the demon agrees to serve you in exchange for its freedom. On a failure, the demon refuses. You can make another attempt each hour, up to six times; however, the demon automatically makes its Wisdom check with advantage on subsequent attempts.

If you offer a reward in addition to the demon's freedom, you make your Charisma check with advantage. Suitable rewards include the sacrifice of one sentient humanoid per 2 points of the demon's challenge rating, or treasure worth no less than 250 gp per point of the demon's challenge rating.

If you do not convince the demon to perform the service after the sixth attempt, the effect ends and the demon returns to the Abyss.

Once you use this feature to summon a particular demon, you cannot use it to summon the same demon again for 1d10 days.

WRACK THE SPIRIT

At 10th level, you can cause otherworldly beings to suffer excruciating pain. As an action, you utter words of power and one target celestial, elemental, fey, fiend, or undead of your choice that you can see within 30 feet of you must make a Wisdom saving throw. If the target fails its saving throw, it is wracked with pain for 1 minute or until it takes any damage.

While wracked with pain this way, the target's speed drops to 0 feet and it makes attack rolls, ability checks, and saving throws with disadvantage.

You can use Wrack the Spirit a number of times equal to 1 + your Intelligence modifier (minimum 1). You replenish expended uses of this class feature when you finish a long rest.

MASTER OF DEMONS

When you reach 14th level, you learn the names of a number of demons equal to 1 + your Intelligence modifier. No demon whose name you learned in this way can have a challenge rating greater than 12.

In addition, when you use your Demonic Summoning class feature, the demon you summon has disadvantage on the Wisdom saving throw it makes to avoid being trapped in the pentagram.

MIND BONDAGE

Many spells grant control over others, bending emotions to see the caster in the most favorable light. Although such magic is morally neutral, it tempts one to force others to act against their will. Compulsions of this kind walk the line between light and dark, but when wizards delight in making others their puppets to advance their own despicable agendas, there can be no mistaking the evil in their hearts.

Mind bondage represents the dark side of the Enchantment school of magic, offering insidious techniques for enslaving others. Sometimes called puppetmasters or mindbenders, students of this tradition impose their will on others to make accomplices of innocents who happen to gain their attention. Most mindbenders keep a retinue of charmed thralls, whose tearful eyes betray their torment even as their mouths stretch wide in rictus grins and bodies yield to their masters' commands.

MIND BONDAGE FEATURES

Wizard Level	Feature
2nd	Biting Charm, Bonus Cantrip
6th	Ruinous Charm
10th	Horrid Compulsion
14th	Brain Fire

BITING CHARM

Starting at 2nd level, your magic bites into the minds of those it affects. When a creature succeeds on a saving throw to resist becoming charmed by you or ends a charmed effect that you placed on it, you can use your reaction to make an Intelligence check contested by the target's Intelligence check. If you succeed, the target takes 1d6 psychic damage.

BONUS CANTRIP

At 2nd level, you gain the *friends* cantrip if you don't have it already. If you already know this cantrip, you learn a different wizard cantrip of your choice. This cantrip doesn't count against your number of cantrips known.

RUINOUS CHARM

Beginning at 6th level, whenever you cast a spell that would cause a creature to be charmed by you, you impose disadvantage on the creature's saving throw to resist that spell. If the creature fails the saving throw by 5 or more, you also double the effect's duration.

Finally, the charmed effect from spells you cast does not automatically end if you or your companions do something harmful to the affected creature. Instead, it can make a Wisdom saving throw, ending the effect on itself on a success.



HORRID COMPULSION

Starting at 10th level, you can use an action to compel one target creature you have charmed. The target can make a Wisdom saving throw against your spell save DC, taking 3d6 psychic damage on a failure, or ending the charmed effect on itself on a success. If the target does not make the saving throw or fails it, you establish a telepathic link to it that lasts for as long as you concentrate, up to 1 minute. The telepathic link lets you issue commands to the target (no action required) provided you are conscious and within range of the spell you cast to cause the target to become charmed. When you issue commands to the target, it must do its best to carry them out. At the end of each of the target's turns, it can choose to repeat the

saving throw. If the command you give would result in its immediate death, harm to a loved one, or result in the loss of property, the effect immediately ends for that target.

Once you use this feature, you must wait until you finish a short rest or a long rest before you can use it again.

BRAIN FIRE

Starting at 14th level, whenever a target creature becomes charmed from a spell you cast, you can afflict the target with brain fire to cover your tracks and influence. When the charmed effect ends for the target, it must succeed on a Wisdom saving throw against your spell save DC or take 8d6 psychic damage. A target that takes this damage has no recollection of being charmed or what happened while it was charmed.

OCCULTISM

There are some things no one should know, secrets best left hidden lest they infect the world with darkness and madness. Yet with knowledge comes power, as goes the old cliché. For some, the desire for knowing proves greater than self-preservation, and they plunge headlong into the occult, scouring the world for forbidden lore. The more they learn, though, the greater the risk.

Occultism encompasses the study of all the secret truths

that underpin reality. The acquisition of such knowledge grants occultists new techniques for casting spells and ways to shape magic in new and often despicable ways. They learn the dark tongues of the Abyss and Hell, uncovering the vile nature of those places and the beings that inhabit them, along with other, more sinister information that can compromise their very souls.

Most occultists keep hidden their obsession with forbidden knowledge, often sequestering their works and research behind magical wards. Some, however, embrace what they have learned and use their studies to overcome those very forces with which they have become enamored. Occultists can be ardent enemies of the darkness or willing servants, but most fall somewhere in between.

OCCULTISM FEATURES

Wizard Level	Feature
2nd	Dark Magic, Occult Lore
6th	Occult Recall, Secrets Revealed
10th	Lay Bare the Mysteries
14th	Secret Names of Evil

DARK MAGIC

Beginning at 2nd level, you can infuse your damaging spells with dark power to attack a creature's life force. When you cast a spell that deals damage, you can use a reaction to deal 1d8 extra necrotic damage per level of the spell. You can use this feature a number of times equal to 1 + your Intelligence modifier, and you replenish your uses when you finish a long rest.

OCCULT LORE

At 2nd level, you learn three languages of your choice. In addition, you gain proficiency in Arcana if you don't already have it. Your proficiency bonus is doubled for any Intelligence (Arcana) check you make.

OCCULT RECALL

Starting at 6th level, you draw on your extensive knowledge of the occult to help you overcome challenges. You can roll a bonus die, which is a d4, when you would make an attack roll or ability check, and add the number rolled to your total. You can use this feature a number of times equal to 1 + your Intelligence modifier, and you regain expended uses when you finish a long rest.

SECRETS REVEALED

Also at 6th level, your extensive research into the occult reveals secrets that alter your capabilities. Choose two of the following benefits.

Occult Lore. You gain proficiency in two skills of your choice and learn two languages of your choice.

Occult Might. Your research reveals ways to strengthen your body. You gain proficiency in Strength saving throws if you don't have it already. As well, when you use your Occult Recall class feature on a Strength attack roll or ability check, you increase the size of the bonus die by one step (a d4 becomes a d6, a d6 becomes a d8, and so on).

Occult Mind. Hidden truths expand your mind. You gain proficiency in Charisma saving throws if you don't have it already. In addition, you gain telepathy out to a range of 30 feet. Telepathy lets you communicate with any creature within range without having to speak. The communication is two-way and occurs regardless if you have languages in common.

Occult Protection. You have learned minor wards to ease your passage in this world. You gain proficiency in Dexterity saving throws if you do not have it already. In addition, normal precipitation and wind do not touch you unless you choose to let them (not an action). You are not discomfited in cold or hot environments, though you still take cold and fire damage normally. Finally, your feet never touch the ground, and you always walk 1 inch above it. Despite this, you still take damage from landing after a fall, and you sink if you move onto a liquid surface.

Occult Senses. Your research has opened your awareness to infinite possibilities, which sharpens your senses. You gain darkvision out to 60 feet; if you already have darkvision, its range increases by 60 feet. In addition, you gain proficiency in your choice of one of the following skills: Insight, Investigation, or Perception.

Occult Vitality. Your hit point maximum increases by 6, and you gain proficiency in Constitution saving throws if you do not have it already.

LAY BARE THE MYSTERIES

Beginning at 10th level, you master ways of discovering answers to your questions, no matter how obscure. Add *contact other plane* to your spellbook if it is not there already. When you cast this spell using a spell slot, you make the Intelligence saving throw with advantage and you take only half the psychic damage on a failure.

In addition, the bonus die from your Occult Recall class feature increases by one step (a d4 becomes a d6, a d6 becomes a d8, and so on).

SECRET NAMES OF EVIL

At 14th level, you can call upon your knowledge of the occult to take control of creatures you encounter. As an action, choose one target celestial, fiend, or undead you can see within 90 feet of you to make a Wisdom saving throw against your spell save DC. You can expend a use of your Occult Recall class feature to force the target to roll your bonus die and subtract the number rolled from its total. On a failure, the target becomes friendly to you for as long as you concentrate, up to 1 minute. While the target is friendly to you, you can use a bonus action to compel it by making an Intelligence check contested by the target's Charisma check. On a success, you describe a general course of activity to the target, which must, during its next turn, carry out your instructions to the best of its ability.

Once you use this class feature, you must wait until you finish a short rest or a long rest before you can use it again.

SHADOWMANCY

There's nothing inherently evil about the Plane of Shadow; it is one of the Transitive Planes offering passage to other realms of existence. However, this plane offers haven to evil creatures that shun the light and embrace the darkness. In some places, negative energy bleeds into the plane, giving birth to all manner of undead beings. Although anyone might tap into the magic of this realm, those who do risk contamination by the forces that gather there. Even though the magic they wield can be used for good, the temptation to call upon the deepest darkness can lead to terrible ends.

The tradition of Shadowmancy has its roots in the School of Illusion. Some illusion spells call forth the stuff of shadows and weave it into the figments and phantasms they create, giving them greater substance to the point they become nearly real. Shadowmancers exploit this dark energy to enhance the casting of their spells. They cloak themselves in night and infuse their illusions with shadow to make them more monstrous.

Most shadowmancers live in gloomy places. They might hail from the subterranean world or dwell on the Plane of Shadow itself, at home in that distorted mirror of the Material Plane. Many shadowmancers who embrace the fouler elements of the tradition consort with undead or are themselves undead.

SHADOWMANCY FEATURES

Wizard Level	Feature
2nd	Gathering of Shadows, See in Darkness
6th	Shadow Stride
10th	Shadow Monsters
14th	Shadow Magic

GATHERING OF SHADOWS

Starting at 2nd level, whenever you start your turn in an area obscured by dim light or darkness, you can use your reaction to gather shadows around you, which causes you to become heavily obscured by magical darkness until the start of your next turn. When you use this class feature, you cannot cast spells other than cantrips until the start of your next turn.

SEE IN DARKNESS

Also at 2nd level, you gain darkvision out to 120 feet, if you don't have it already. In addition, your vision can pierce magical darkness within 30 feet of you.

SHADOW STRIDE

At 6th level, you can flit from one shadow to another. When you move into an area obscured by dim light or

darkness, you immediately become aware of all other unoccupied spaces obscured by dim light or darkness within 30 feet of you and you can use a reaction to magically teleport, along with whatever you are wearing or carrying, to one of those spaces. Once you use Shadow Stride, you must wait until you finish a short rest or a long rest before you can use it again.

SHADOW MONSTERS

Starting at 10th level, you can use an action to gather up shadowstuff from the Plane of Shadow and form it into one or more quasi-real creatures that appear in unoccupied spaces within 60 feet of you. You decide the shape each shadow monster takes.

You can use this feature to create up to three shadow monsters. After creating the third, you must finish a long rest before you can use this feature again. Shadow monsters created by this feature remain for as long as you concentrate, up to 1 hour, or until a shadow monster drops to 0 hit points, at which point it disappears.

Roll initiative for each shadow monster, which has its own turns. You fully control the shadow monster and decide what it does on each of your turns, provided you are within 60 feet of it. If you are beyond this distance, the shadow monster defends itself from hostile creatures, but otherwise takes no actions.

Statistics for the shadow monster can be found below.

SHADOW MONSTER

Medium construct, unaligned

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	1 (-5)	5 (-3)	1 (-5)

Damage Vulnerability radiant

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, unconscious

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages —

Challenge 2 (450 XP)

Magic Weapons. The shadow monster's weapon attacks are magical.

Shadow Stealth. While in dim light or darkness, the shadow monster can take the Hide action as a bonus action.

ACTIONS

Multiattack. The shadow monster makes two slam attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) psychic damage.

SHADOW MAGIC

At 14th level your mastery of shadowstuff allows you to call it forth and shape it in almost any way you wish. You can expend a spell slot to cast any wizard spell of a level equal to or less than half of the level of the spell slot you expended. Once you use this feature, you must wait until you finish a short rest or long rest before you can use it again.

SUMMONING

Conjuration magic calls energy, creatures, and objects into existence, and it can transport creatures across vast distances in an instant. Many wizards who favor this school go on to become conjurers and develop incredible techniques to produce whatever they need. However, within this larger school exists a category of study that focuses on summoning creatures against their will and forcing them to serve the caster. For this reason, summoning magic and those who practice it have negative reputations.

Central to the summoner's art is learning fragments of true names. When summoners cast their spells, they incorporate these fragments into their verbal components to bring forth specific creatures and make them obey their commands. Most summoners press creatures into their service as scouts, guards, and warriors.

Sometimes a summoner might form a special bond with a specific creature, calling it time and time again. As one might expect, summoning the same creature repeatedly makes a normal existence difficult for it. Such servants might take their own lives rather than face such continued disruption.

SUMMONING FEATURES

Wizard Level	Feature
2nd	Summon Servant, Swift Summons
6th	Summoned Defense
10th	Persistent Summons
14th	Greater Summons

SUMMON SERVANT

Starting at 2nd level, you can summon minor creatures to obey your commands. When you gain this feature, choose three creatures from the following list: baboon, badger, bat, cat, commoner, crab, deer, eagle, frog, giant fire beetle, goat, hawk, hyena, jackal, lizard, octopus, owl, quipper, rat, raven, scorpion, sea horse, spider, vulture, or weasel. (Other options of a similar challenge rating might be available at the GM's discretion.) You learn how to summon the creatures you chose.

You can use your action to summon one creature from among those you chose when you gained this

feature to appear in an unoccupied space on a solid surface within 30 feet of you. The creature remains for as long as you concentrate, up to 1 minute. It disappears, returning whence it came, when the spell ends or when it drops to 0 hit points.

The summoned creature is friendly to you and your companions. Roll initiative for the summoned creature, which has its own turns. The creature obeys any verbal command that you issue to it (no action required by you). If you don't issue any commands to it, the creature defends itself from hostile creatures, but otherwise takes no actions.

The GM has the creature's statistics.

You can use this feature three times, once for each creature you can summon. You regain expended uses of this feature when you finish a long rest.

SWIFT SUMMONS

Also at 2nd level, any creature you summon or create with a conjuration spell has a +5 bonus to its initiative check.

SUMMONED DEFENSE

Starting at 6th level, you impose disadvantage on attack rolls made against you while you are within 30 feet of a creature you summoned or created with a conjuration spell.

PERSISTENT SUMMONS

At 10th level, creatures you summoned or created with a conjuration spell that has a duration of concentration remain even if your concentration is broken. However, when your concentration is broken, the creature you summoned becomes hostile to you and your companions and no longer obeys your spoken commands. You can use an action to make an Intelligence check contested by the summoned creature's Wisdom check. On a success, you regain control. A creature freed in this way still disappears after the normal duration expires or if it is reduced to 0 hit points.

GREATER SUMMONS

Finally, at 14th level, creatures you summon or create with conjuration spells become stronger and tougher. Such creatures have 20 temporary hit points and add your Intelligence modifier as a bonus to their damage rolls.

WITCHCRAFT

One of the oldest traditions, witchcraft has had its practitioners since the earliest days of the world. Often folk believe witches to be servants of dark powers who prey on children and perform black



magic. While the potential for great evil exists in witchcraft as it does with any tradition of magic, many witches see themselves as keepers of the old lore and put their knowledge to work caring for the communities they protect. They serve as wisdoms and healers, using the lore passed down to them by their elders. However, superstitions concerning witchcraft can sometimes bring trouble to their doors, especially when misguided priests come calling to root out what they see as evil plaguing rural communities.

Magic related to witchcraft has two strains. White magic focuses on protecting others from harm and tending to their hurts. Black magic, however, involves laying bitter curses, transformation of the witch into animal forms, and exacting service from foul powers to get revenge against enemies. Witches normally practice one or the other strain, but the capacity for both resides in all who embrace the tradition.

Many witches belong to covens, secret societies of those who live in the same general region. Covens usually gather during holy nights to perform the rites and ceremonies required to honor their gods. Witches

who belong to the same coven might help each other, exchange news, or commiserate over common troubles. Dark covens, however, operate more like cults, conducting unholy rituals under the light of the moon, conjuring demons, and working vile magic to punish their enemies and keep outsiders from interfering with their plans.

WITCHCRAFT FEATURES

Wizard Level	Feature
2nd	Path of Witchcraft, Book of Shadows
6th	Painful Hex or Countercharm
10th	Animal Shape
14th	Form of Smoke or Sign against Evil

PATH OF WITCHCRAFT

At 2nd level, you must decide which strain of witchcraft to follow. You can choose the left-hand path of black magic or the right-hand path of white magic.

Black Magic. If you choose black magic, you can use a bonus action to magically place a hex on one

target creature you can see within 30 feet. The target must make a Wisdom saving throw against your spell save DC. On a failure, the target becomes hexed until the effect ends, you use this feature again, or you finish a long rest. The next time the hexed target takes damage from a spell you cast, it takes 1d6 additional psychic damage and the hex ends.

A hex counts as a curse.

White Magic. If you choose white magic, you gain proficiency in Animal Handling and Medicine if you don't already have them. In addition, you can use your reaction to take the Help action when a creature within 10 feet of you that can hear you would make an ability check.

BOOK OF SHADOWS

Also at 2nd level, your spellbook becomes a Book of Shadows, a tome filled with folklore, remedies, and other notes, in addition to holding your spells. When you would make an ability check using the Arcana, History, or Nature skills, you can reference your Book of Shadows to add your proficiency bonus to your check. If you're already proficient in the skill, you double your proficiency bonus instead.

In addition, you add certain spells to your spellbook, as shown in the Book of Shadows Spells table, based on whether you chose black magic or white magic. These spells count as wizard spells for you.

BOOK OF SHADOWS SPELLS

Path	Spells
Black	<i>bane, inflict wounds</i>
White	<i>bless, cure wounds</i>

PAINFUL HEX

If you chose black magic, you can make your hexes more painful, starting at 6th level. Whenever a creature becomes hexed by you, choose one of the following effects:

- The target immediately takes 1d8 + your Intelligence modifier psychic damage.
- The target reduces all forms of its speed by 20 feet (minimum 5 feet) while it is hexed.
- Whenever the hexed target misses on an attack roll it makes with a weapon, the weapon drops to its feet.
- The hexed target makes all ability checks with disadvantage.

COUNTERCHARM

If you chose white magic, you can rid creatures of harmful magical effects. Starting at 6th level, as a bonus action, you can touch a willing creature you can reach and end a charmed or frightened condition on that creature.

ANIMAL SHAPE

Beginning at 10th level, you can use a bonus action to magically polymorph into one of the following animals: bat, cat, frog, hawk, lizard, owl, or rat. You can also use a bonus action to revert to your normal form. This transformation lasts for up to a number of hours equal to half your wizard level (rounded down) or until you drop to 0 hit points or die. Your game statistics, except for your mental ability scores, are replaced by the statistics of your chosen form. You retain your alignment and personality.

You assume the hit points of your new form. When you revert to normal form, you return to the number of hit points you had before you transformed. If you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

You are limited in the actions you can perform by the nature of your new form and you can't speak, cast spells, or take any other action that requires hands or speech. Your gear melds into your new form, which prevents you from activating, using, wielding, or otherwise benefiting from any of your equipment.

You must finish a short or long rest before you can use this feature again.

FORM OF SMOKE

If you chose black magic, beginning at 14th level, when you take damage, you can use your reaction to cast *gaseous form* on yourself even if you have not prepared this spell and without expending a spell slot. When you cast the spell this way, the duration drops to concentration, up to 1 minute. You must finish a short or long rest before you can use this feature again.

SIGN AGAINST EVIL

If you chose white magic, at 14th level, you can take a bonus action to make a sign against evil to end a magical effect, as if you had cast *dispel magic* using a 3rd-level spell slot. If you target an aberration, fiend, undead, or possessed creature with this feature, the target must succeed on a Charisma saving throw against your spell save DC or be turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

You must finish a short rest or long rest before you can use this feature again.

NEW WIZARD SPELLS

Students of forbidden traditions might avail themselves of the following new spells, as well as those revealed in the *Blasphemies of Bor Bwalsch*.

1ST LEVEL

Summon Monster (conjunction)

5TH LEVEL

Summon Alien (conjunction)

SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

SUMMON ALIEN

5th-level conjunction

Casting Time: 1 minute

Range: 90 feet

Components: V, S, M (an organ harvested from an aberration)

Duration: Concentration, up to 1 hour

You call forth an alien from beyond the bounds of reality. Choose a 10-foot cube within range. In it, a hairline crack appears in reality, gradually expanding as you cast the spell, until it releases an alien. The alien disappears when it drops to 0 hit points or when the spell ends.

You are immune to this alien's horrifying appearance trait.

The alien is hostile to all creatures other than you for the duration. Roll initiative for the alien, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the alien, you lose control of it and it likely attacks other creatures on each of its turns. If your concentration is broken, the alien becomes hostile to you in addition to other creatures and it might attack you. An uncontrolled alien cannot be dismissed by you, and it disappears 1 hour after you summoned it.

Statistics for the alien can be found to the right.

At Higher Levels. When you cast this spell using a 7th-level spell slot, you summon two aliens. When you cast this spell using a 9th-level spell slot, you summon three aliens.

SUMMON MONSTER

1st-level conjunction

Casting Time: 1 round

Range: 30 feet

Components: V, S, M (a small, lit candle)

Duration: Concentration, up to 1 hour

You summon one **giant centipede** to appear in an unoccupied space on a solid surface within range. The creature disappears, returning whence it came, when it drops to 0 hit points or when the spell ends.

The summoned creature is friendly to you and your companions. Roll initiative for the summoned creature, which has its own turn. The creature obeys any verbal command that you issue to it (no action required by you). If you don't issue any commands to it, the creature defends itself from hostile creatures, but otherwise takes no actions.

The GM has the creature's statistics.

At Higher Levels. When you cast this spell using a higher-level spell slot, you can summon more creatures or more powerful creatures, as shown on the following table. The GM might substitute a different creature of the same challenge rating depending on the environment in which you cast the spell. When you summon multiple creatures, you roll initiative once for the group and they take their turns together.

ALIEN

Medium aberration, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 67 (9d8 + 27)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	9 (-1)	8 (-1)	7 (-2)

Damage Vulnerabilities psychic

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 120 ft., passive Perception 9

Languages —

Challenge 5 (1,800 XP)

Horrifying Appearance. Each non-aberration creature that can see the alien and starts its turn within 30 feet of the alien must make a DC 14 Wisdom saving throw if the alien is not incapacitated. A creature that fails the save is frightened for 1 minute. If the saving throw fails by 5 or more, the creature also gains a short-term madness. A creature frightened by this effect can repeat the saving throw at the end of each of its turns, ending the effect on a success. A creature that makes the saving throw or ends the effect on itself is immune to this alien's horrifying appearance for 24 hours.

ACTIONS

Multiattack. The alien makes two attacks: one with its claws and one with its bite.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage.

Keening (Recharge 6). The alien emits a high-pitched shriek. Each creature within 60 feet of it that can hear the noise must make a DC 14 Constitution saving throw. On a failure, the creature takes 10 (3d6) psychic damage and is deafened for 1 minute. A deafened creature can repeat the saving throw at the end of each of its turns, ending the deafened effect on itself on a success.

SUMMONED MONSTERS

Spell Slot Level	Creatures Summoned
2nd	One worg or two giant centipedes
3rd	One death dog, two worgs, or four giant centipedes
4th	One griffon, two death dogs, four worgs, or eight giant centipedes
5th	One owlbear, two griffons, or four death dogs
6th	One basilisk, two owlbears, or three griffons
7th	One bulette or two basilisks
8th	One chimera or two bulettes
9th	One giant ape or two chimeras

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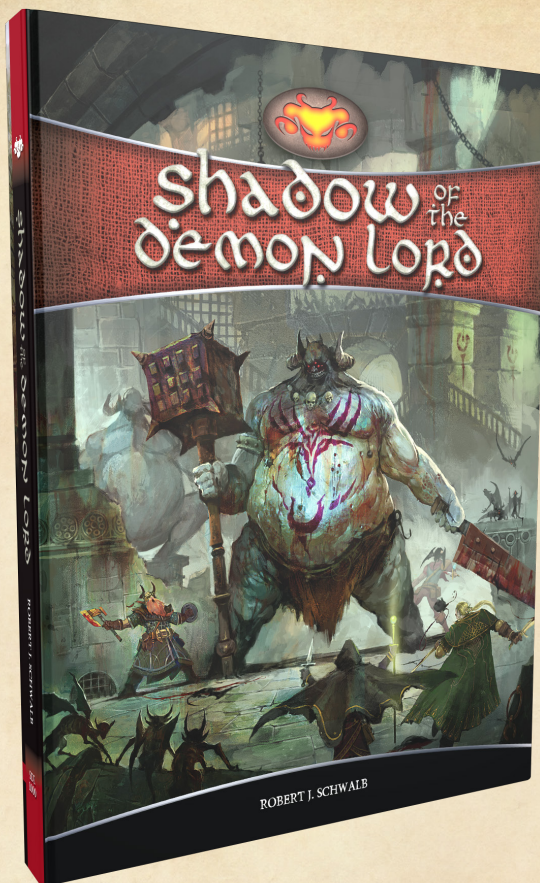
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